ScriptableObject

IEquatable< Attribute >

Thoughts.Game.Attributes.Attribute

+ mapEvents
+ needPriority
- _needPriority

+ ToString()
+ IsMorePrioritaryThan()
+ IsNeed()
+ Equals()
+ Equals()
+ GetHashCode()
+ operator==()
+ operator!=()

+attribute

Thoughts.Game.Attributes.AttributeManager

+ owner
+ ownedAttributes
- _ownedAttributes

+ Initialize()
+ ToString()
+ ExecuteMapEventsWithTimeElapseEnabled()
+ UpdateAttribute()
+ GetAttributesThatNeedCare()
+ CanCover()
+ GetOwnedAttributeOf()
+ GetExecutionPlanToCover()

MonoBehaviour

Thoughts.Game.Attributes.OwnedAttribute

+ ownerMapElement
+ value
+ takeCare
- _value
- _takeCare

+ UpdateOwner()
+ UpdateValue()
+ OwnedAttribute()
+ ToString()
+ NeedsCare()

+attributeManager

-_objectiveAttributeToCover

Thoughts.Game.GameMap.MapElement

+ povCameraPosition
+ objectiveAttributeToCover
- updateCoroutineHolder
- executionPlans
- navMeshAgent

+ ToString()
- Awake()
- Start()
- UpdateCoroutine()
- UpdateExecutionPlansToCoverObjectiveAttribute()
- UpdateObjectiveAttributeToCover()
- DoNextPlanedMapEvents()
- MoveTo()